

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	2	((("6154731") or ("6292830")).PN.	USPAT	OR	OFF	2006/10/10 12:03
S2	48	("4224769"   "4602817"   "4771583"   "4831791"   "5094174"   "5103741"   "5220871"   "5239460"   "5253595"   "5318340"   "5403232"   "5442788"   "5486042"   "5511348"   "5530435"   "5587935"   "5590360"   "5628257"   "5630649"   "5651219"   "5662478"   "5664093"   "5664183"   "5666887"   "5675949"   "5684469"   "5732200"   "5765038"   "5790847"   "5802506"   "5874955"   "6041166").PN. OR ("6292830").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/10 12:04
S3	8	("5730654"   "5855483"   "6159100"   "6210272"   "6278985"   "6292830").PN. OR ("6379253"). URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/10 15:09
S4	798	((709/44) or (703/6) or (463/32)). CCLS.	USPAT	OR	OFF	2006/10/10 15:11
S5	34	S4 and agent	USPAT	OR	OFF	2006/10/10 15:11
S6	18	("20040054511"   "4315315"   "5187788"   "5321607"   "5386556"   "5481668"   "5815717"   "5893105"   "6182024"   "6182029"   "6195631"   "6233537"   "6311144"   "6343265"   "6421821"   "6564368"   "6681383"   "6897866").PN. OR ("7099809"). URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/10 15:12
S7	13	("4953106"   "5179643"   "5485564"   "5751931"   "5794178"   "5821945"   "5835085"   "6100901"   "6137911"   "6154220"   "6205576"   "6298174").PN. OR ("6897866").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/10 15:17
S8	197	agent with (role adj play\$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/10/10 15:17

## EAST Search History

S9	6	S8 and cultural	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/10/10 16:13
S10	191	S8 not S9	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/10/10 16:30
S11	1	("20030156706").PN.	US-PGPUB	OR	OFF	2006/10/10 16:35
S12	0	S4 and (social with influence)	USPAT	OR	OFF	2006/10/10 16:35
S13	233	(social with influence)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/10/10 16:36
S14	90	S13 and behavior	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/10/10 16:53
S15	226	simul\$6 and agent and cultural and behavior and media and news	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/10/10 16:54
S16	183	S15 and expected	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/10/10 16:55
S17	175	S16 and (primitive or simple)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/10/10 16:55
S18	175	S17 and (complex or advanced)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/10/10 16:55

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S19	27	S18 and emotional	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/10/10 16:55
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1 [Models and meshes: Incremental constructions con BRIO](#)



Nina Amenta, Sunghee Choi, Günter Rote

June 2003 **Proceedings of the nineteenth annual symposium on Computational geometry**

**Publisher:** ACM Press

Full text available: pdf(485.50 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Randomized incremental constructions are widely used in computational geometry, but they perform very badly on large data because of their inherently random memory access patterns. We define a *biased randomized insertion order* which removes enough randomness to significantly improve performance, but leaves enough randomness so that the algorithms remain theoretically optimal.

**Keywords:** delaunay triangulation, randomized incremental construction, virtual memory

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John Colter, Netscape Navigator

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### [Natural and Robust Interaction in \*\*Virtual\*\* Assembly Simulation - group of 8 »](#)

G Zachmann, A **Rettig** - Eighth ISPE International Conference on Concurrent ..., 2001 -  
informatik.uni-bonn.de

Page 1. Natural and Robust Interaction in **Virtual** Assembly Simulation Gabriel Zachmann

Alexander Rettig Informatik II Visualization and **Virtual** Reality ...

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### [\[CITATION\] The \*\*virtual\*\* touch: Haptic interfaces in \*\*virtual\*\* environments](#)

J Dionisio, V Henrich, U Jakob, A **Rettig**, R ... - Computers & Graphics, 1997

... export (Reference format). pp. 459-468. Title: The **virtual** touch: Haptic

interfaces in **virtual** environments. Authors: Dionisio, Jose ...

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### [\[CITATION\] Natural and Robust Interaction in \*\*Virtual\*\* Simulation](#)

G Zachmann, A **Rettig** - Proceedings of the 8th ISPE international conference on ..., 2001

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### [The \*\*virtual\*\* touch: Haptic interfaces in \*\*virtual\*\* environments](#)

... PM Zavos, J Dionisio, V Henrich, U Jakob, A **Rettig** ... - Computers and Graphics, 1997 -  
ingentaconnect.com

... The **virtual** touch: Haptic interfaces in **virtual** environments. ... Affiliations: 1:  
Visualization and **Virtual** Reality Department, Fraunhofer IGD, Wilhelminenstr. ...

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### [Virtual Human: Storytelling and Computer Graphics for a \*\*Virtual\*\* Human Platform - group of 4 »](#)

... Schneider, I Iurgel, A Feix, C Knöpfle, A **Rettig** - Proceedings of TIDSE04, Darmstadt,  
Germany (2004) - Springer

... 79-88, 2004. © Springer-Verlag Berlin Heidelberg 2004 **Virtual** Human:

Storytelling and Computer Graphics for a **Virtual** Human Platform ...

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### [\[CITATION\] A JavaOne Redux: The buzz at SunSoft's JavaOne convention was all about HP's Java \*\*virtual\*\* machine](#)

H **Rettig** - VARBUSINESS-MANHASSET NY-, 1998 - CMP PUBLICATIONS INC

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1 [T-SMART—task-safe, minimal Ada realtime toolset](#)



Brian Dobbing, Marc Richard-Foy

October 1997 **ACM SIGAda Ada Letters , Proceedings of the eighth international workshop on Real-Time Ada IRTAW '97**, Volume XVII Issue 5

**Publisher:** ACM Press

Full text available: [pdf\(396.28 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes T-SMART, an Ada83 executive and toolset for the production of safety critical and hard real time applications. T-SMART consists of three main integrated parts:- Ada runtime executive audited to DO-178B standard for use in safety-critical systems- Traditional Ada compilation system tools such as Compiler, Binder and Debugger- Tools to support program verification, such as schedulability and coverage analysis. The existing toolset is suitable for building safety-critical and ha ...

2 [Abstracts in programming language-related research: Frame programming language](#)



M. S. Blois, R. R. Henley, P. LeBeux

June 1973 **ACM SIGPLAN Notices**, Volume 8 Issue 6

**Publisher:** ACM Press

Full text available: [pdf\(119.82 KB\)](#)

Additional Information: [full citation](#)

3 [InterViso: dealing with the complexity of federated database access](#)

Marjorie Templeton, Herbert Henley, Edward Maros, Darrel J. Van Buer

April 1995 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 4 Issue 2

**Publisher:** Springer-Verlag New York, Inc.

Full text available: [pdf\(1.87 MB\)](#)

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Connectivity products are finally available to provide the "highways" between computers containing data. IBM has provided strong validation of the concept with their "Information Warehouse." DBMS vendors are providing gateways into their products, and SQL is being retrofitted on many older DBMSs to make it easier to access data from standard 4GL products and application development systems. The next step needed for data integration is to provide (1) a common data dictionary with a conceptual sch ...

**Keywords:** data warehouse, database integration, federated database

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Animated Pedagogical Agents: Face-to-Face Interaction in Interactive Learning Environments - group of 13 »

WL Johnson, JW Rickel, JC Lester - International Journal of Artificial Intelligence in ..., 2000 - computing.unn.ac.uk

... A simulated mock-up of a student's real work environment, coupled with an animated **agent** that inhabits the **virtual** world, provides new opportunities for ...

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Integrating pedagogical capabilities in a **virtual** environment **agent** - group of 5 »

J Rickel, WL Johnson - Proceedings of the First International Conference on ..., 1997 - isi.edu

... Since students often fail to recognize that their actions are inappropriate or suboptimal, a **virtual agent** can intervene in such cases with appropriate advice ...

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Task-Oriented Collaboration with Embodied Agents in **Virtual** Worlds - group of 8 »

J Rickel, WL Johnson - Embodied Conversational Agents, 2000 - isi.edu

... However, an animated **agent** that cohabits a **virtual** world with students has a distinct advantage over previous disembodied tutors: the **agent** can also ...

Cited by 70 - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

Integrating pedagogical agents into **virtual** environments - group of 5 »

WL Johnson, J Rickel, R Stiles, A Munro - Presence: Teleoperators and **Virtual** Environment, 1998 - isi.edu

... 4 In order to successfully integrate intelligent tutoring technology and autonomous **agent** technology in the context of **virtual** environments, a number of ...

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Steve: an animated pedagogical **agent** for procedural training in **virtual** environments

WL Johnson, J Rickel - ACM SIGART Bulletin, 1997 - portal.acm.org

... trate the possibilities, this paper descr;' pedagogical **agent** for **virtual** envirr students learn procedural ta l overview of Steve's caD" the benefits and c' ...

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Pedagogical agents on the Web - group of 2 »

E Shaw, WL Johnson, R Ganeshan - Proceedings of the third annual conference on Autonomous ..., 1999 - portal.acm.org

... operate in a dynamic environment incorporating multiple students and multiple other **Steve agents**. Steve can manipulate objects in the **virtual** environment, in ...

Cited by 70 - [Related Articles](#) - [Web Search](#)

**Virtual** Humans for Team Training in **Virtual** Reality - group of 4 »

J Rickel, WL Johnson - Proceedings of the Ninth International Conference on ..., 1999 - isi.edu

... work focuses on a dierent sort of **agent**: a **virtual** human that interacts with students

through face-to-face collaboration in the **virtual** world, either as an in ...  
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**STEVE (video session): a pedagogical agent for virtual reality - group of 5 »**

J Rickel, WL Johnson - Proceedings of the second international conference on ..., 1998 - portal.acm.org

Page 1. STEVE: A Pedagogical **Agent** for **Virtual** Reality ... Steve is an autonomous, animated **agent** that cohabits the **virtual** world with students. ...

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**Toward the Holodeck: Integrating Graphics, Sound, Character and Story - group of 10 »**

W Swartout, R Hill, J Gratch, WL Johnson, C ... - Proceedings of the 5th International Conference on ..., 2001 - isi.edu

... on embodied conversational **agents** [11]. The work of Cassell and her colleagues [9,10] is particularly relevant, as they have built several **virtual** humans that ...

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**Intelligent tutoring in virtual reality: A preliminary report - group of 4 »**

J Rickel, WL Johnson - Proceedings of the Eighth World Conference on Artificial ..., 1997 - isi.edu

... 6 Page 7. 6 Conclusion This paper has described Steve, an animated pedagogical **agent** for **virtual** reality. Steve inhabits a **virtual** ...

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1 [Psychological issues of virtual environment interfaces](#)

Casey Boyd, Rudy Darken  
October 1996 **ACM SIGCHI Bulletin**, Volume 28 Issue 4  
**Publisher:** ACM Press  
Additional Information: [full citation](#), [index terms](#)

2 [Communications of the ACM Volume 46 Issue 7 A game experience in every application](#)

July 2003 issue, Volume 46 Issue 7  
**Publisher:** ACM Press  
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3 [Toward the holodeck: integrating graphics, sound, character and story](#)

R. Hill, J. Gratch, W. L. Johnson, C. Kyriakakis, C. LaBore, R. Lindheim, S. Marsella, D. Miraglia, B. Moore, J. Morie, J. Rickel, M. Thiébaux, L. Tuch, R. Whitney, J. Douglas, W. Swartout  
May 2001 **Proceedings of the fifth international conference on Autonomous agents**  
**Publisher:** ACM Press  
Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We describe an initial prototype of a holodeck- like environment that we have created for the Mission Rehearsal Exercise Project. The goal of the project is to create an experience learning system where the participants are immersed in an environment where they can encounter the sights, sounds, and circumstances of real-world scenarios. Virtual humans act as characters and coaches in an interactive story with pedagogical goals.

4 [Shuffle, throw or take it! working efficiently with an interactive wall](#)

Jörg Geißler  
April 1998 **CHI 98 conference summary on Human factors in computing systems**  
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